

Hunter James Kelly

Rule Changes for the 2010 Season

RULE 2 - DIVISIONS/FOOTBALL

4. Playing rules for “striper” players:
 - A. Stripers must bring their helmet, in addition to their jersey, when weighed.
 - B. Stripers are not allowed to advance the ball on defense or offense.
 - C. Stripers may not play in a two (2) point stance.**
 - D. Stripers are not allowed on kickoff or kick receive teams.
 - E. Stripers are never eligible for a pass regardless of the formation.
 - F. Only five (5) “striper” players per team will be allowed on the field at any given time. Penalty for having more than five will be:
 - Defensive penalty: 10 yards and automatic 1st down for offense.
 - Offensive penalty: 10 yards and loss of down for offense.
 - ~~G. Stripers must wear jerseys numbered between 60 and 79 inclusive.~~

RULE 3 - SPECIFICS/FOOTBALL

10. All head coaches and assistant coaches must be certified by NYSCA prior to the first regular season game of each season. All commissioners, assistant commissioners, coordinators and assistant coordinators must be either certified by NYSCA or NYSAA prior to the first regular season game of each season. All of the above must wear their current certification cards at all League games and/or competitions, Any of the above named Failing to wear certification cards must be removed from within the ropes and is subjected to a \$10 fine per occurrence. **All first year coaches and any coaches with a 2 year lasp in certification are required to attend the certification course in person.**

RULE 5 - FIELD SIZE, SCORING, QUARTERS, TIME OUTS

4. **All quarters will be eleven minutes and Halftime shall be eight minutes.**
13. **Anytime after 3 quarters. When a team is winning by 20 points or more, the score at that time shall be declared the final score. The remaing time shall be played out without peril to the winning team. THIS RULE APPLIES TO REGULAR SEASON ONLY.**

RULE 7 - HOME TEAM RESPONSIBILITY

5. **A Qualified “EMT” (Emergency Medical Team) or first aid squad must be on site when there is more than one game scheduled at that site.** Also local fire department phone numbers must be posted in concession stands and given to visiting commisioners/ coordinators and League schedules with playing times must be provided to local fire departments.

RULE 16 - CONDUCT - FOOTBALL/CHEERLEADING

5. All coaches and players/cheerleaders must participate in the traditional handshake at the conclusion of each game. **All players shall wear their helmets during the handshake.**
9. All Hunter J Kelly Youth Football and Cheerleading Association organizations **will** provide an alcohol and tobacco-free environment when coaching the players/cheerleaders at practice and at games.

RULE 21 - PLAYER PARTICIPATION

1. All organizations participating are required to play every player on the team(s) participating in every game a minimum of 3 plays per half, however, if the roster size is under 23 participating players on a HJKYFCA roster players must play 5 plays per half, unless health, injury, or dsciplinary reasons prevent a player from participating, or the team shall be subject to forfeit. Kickoff and Kick Return participation will NOT be counted in satisfying this requirement. **Number of players is based on the number of players eligible to legally participate in that day’s game.**

**Hunter James Kelly
Youth Football and Cheerleading Association**

**P.O. Box 134
Alden, NY 14004**

PLAYING RULES

**ALL RULES PRESENTED HEREIN HAVE BEEN AGREED AND APPROVED BY THE
FOLLOWING ORGANIZATIONS FORMING THE LEAGUE:**

- 1. AIRLANES**
- 2. ALDEN**
- 3. BOSTON**
- 4. CARNEGIE SCRANTON (CSRA)**
- 5. EAST AURORA**
- 6. EDEN**
- 7. HAMBURG**
- 8. HOLLAND**
- 9. LANCASTER**
- 10. ORCHARD PARK**

REVISED: 5 May, 2010

**Hunter J Kelly Youth Football and Cheerleading Association
2010 Playing Rules**

**Hunter James Kelly Youth Football and Cheerleading Association
Objectives**

THE GENERAL OBJECTIVES OF THE HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION ARE TO INSPIRE YOUTHS, TO PRACTICE THE IDEALS OF SPORTSMANSHIP, SCHOLARSHIP, AND PHYSICAL FITNESS, REGARDLESS OF RACE, RELIGION, GENDER OR NATIONAL ORIGIN.

THE SPECIFIC OBJECTIVES OF THE LEAGUE ARE TO FAMILIARIZE ALL YOUTHS WITH THE FUNDAMENTALS OF FOOTBALL; TO PROVIDE AN OPPORTUNITY TO PLAY THE GAME IN A SUPERVISED, ORGANIZED, AND SAFETY ORIENTED MANNER AND TO KEEP THE WELFARE OF PARTICIPANTS FREE OF ANY ADULT AMBITION AND PERSONAL GLORY.

THE LEAGUE STANDARDS FOR STRUCTURE OF INTERLEAGUE COMPETITION ARE OUTLINED HEREIN.

THE LEAGUE COMPLIES WITH AND ABIDES BY THE OFFICIAL HIGH SCHOOL FOOTBALL PLAYING RULES AND SPIRIT RULES PUBLISHED BY THE NATIONAL FEDERATION OF STATE HIGH SCHOOL ATHLETIC ASSOCIATION, 11724 PLAZA CIRCLE, P.O. BOX 20626 KANSAS CITY, MISSOURI 64195. DEVIATIONS FROM THE OFFICIAL HIGH SCHOOL PLAYING RULES NECESSITATED BY LOCAL CONDITIONS AND BASED ON PREVIOUS EXPERIENCE ARE OUTLINED HEREIN.

**Hunter J Kelly Youth Football and Cheerleading Association
2010 Playing Rules**

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RULE 1 - OFFICIALS/FOOTBALL

1. Each official is to be presented with a copy of these rules and have a copy present at each game, should a dispute arise not covered by the official football rules.
2. Any complaint of officiating, must be submitted in writing to the Board of Commissioners for their action.
3. All games played in this league must be officiated by at least two (2) professional officials approved and scheduled by the league.
4. The referee shall remove from the game any player who appears to have been injured. The officials' decision is final should he judge the player to be removed for the balance of the game.
5. Each home organization must keep a ledger so that referees can sign in for the games they are doing. They must write down how many games they did that day and what they got paid for that game or games.

RULE 2 - DIVISIONS/FOOTBALL

2. The League will have four (4) age/weight divisions. The maximum age and weight for each division is as follows:

	Pee Wee	Freshman	Junior Varsity	Varsity
Maximum Grade:	3	5	7	10
Weight:	90 lbs. max.	110 lbs. max.	130 lbs. max	155lbs & Under no restrictions. 9 th grade and under 156lb – 180lb restricted striper

The above chart applies to all football players not on a 2008 HJKYFCA roster. Players born between 8/1/96 and 11/14/98 shall be grandfathered to former age, weight, and division rule for freshmen and junior varsity divisions. Any player on a HJKYFCA Pee Wee 2008 roster shall be grandfathered for the 2009 and 2010 seasons only.

3. Weight shall be that of a player wearing gym shorts and tee shirt.
4. "Striper" Rule for Varsity Division
 - A. "Striper" players must be identified on the official HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION roster form with an "S" under the RET column, right after the jersey number.
 - B. Only players 14 and under that are designated on the official roster as "stripers" will be allowed to play above 155 lbs. Once a player has been identified as a "striper", that player may only change status, either up or down, once during the season. Players 14 and under who are not identified on the official roster as a "striper" will not be allowed to play above 155 lbs at any time during the season.
 - C. "Striper" players will be identified with an official HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION helmet decal or stripe.
5. Playing rules for "striper" players:
 - A. Stripers must bring their helmet, in addition to their jersey, when weighed.
 - B. Stripers are not allowed to advance the ball on defense or offense.
 - C. Stripers may not play in a two (2) point stance.
 - D. Stripers are not allowed on kickoff or kick receive teams.

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- E. Stripers are never eligible for a pass regardless of the formation.
- F. Only five (5) "striper" players per team will be allowed on the field at any given time. Penalty for having more than five will be:
 - Defensive penalty: 10 yards and automatic 1st down for offense.
 - Offensive penalty: 10 yards and loss of down for offense.
- ~~G. Stripers must wear jerseys numbered between 60 and 79 inclusive.~~

- 6. All participants shall be entering grades 1-10 during the calendar year of that season. All players must have reached their 6th birthday before 8/1. Any player who turns 15 prior to November 15th (11/15) and/or entering the 10th grade may not be listed on a High School (NYSPHSAA, NYSCHSAA or NYSAISAA) Junior Varsity or Varsity football roster.
 - A. All Pee wees must be in 3rd grade or under, and may not reach their 9th birthday before 11/15.
 - B. All Freshmen must be in 5th grade or under, and may not reach their 11th birthday before 11/15.
 - C. All Junior Varsity must be in 7th grade or under, and may not reach their 13th birthday before 11/15.
 - D. All Varsity must be in 10th grade or under, and may not reach their 16th birthday before 11/15.

The above applies to all football players not on a 2008 HJKYFCA roster. Players born between 8/1/96 and 11/14/98 shall be grandfathered to former age, weight, and division rule for freshmen and junior varsity divisions. Any player on a HJKYFCA Pee Wee 2008 roster shall be grandfathered for the 2009 and 2010 seasons only.

- 7. During the course of the season, a player who exceeds the maximum weight of his team will be allowed to move up to the next division provided the number of players on the team in that division does not exceed the maximum number of players allowed under under Rule 10 of these rules. The player once moved will not be permitted to move back to the original team if the player's weight subsequently decreases. When a roster change is made under this provision, the player's organization must give written notification to all teams prior to the next game.

RULE 2 - DIVISIONS/CHEERLEADING

- 1. Age and divisions will be the same as in football. With exception that if a girl is age eight, but entering the 4th grade, she may move up to the freshman division., if she is age 10 and entering the 6th grade, she may move up to the JV division and if she is age 12 and entering the 8th grade she may move up to the Varsity division. Moving up by grade level will occur after the completion of open registration and at the discretion of the individual organization's coordinator.
- 2. A mascot must be 3 by August 1st, but may not reach the requirements of a cheerleader.
- 3. The maximum number of mascots per cheerleading squad is upto the discretion of the organization coordinator and head coach of that cheerleading squad.
- 4. Only bonafide, age appropriate members of a cheerleading squad will be allowed to participate in mounting or stunting.
- 5. Mounting and tumbling are permitted on sidelines with the exception of games played at Airlanes and Hamburg home fields.
- 6. No hair pins are allowed. Jazz and/or gymnastic clips are permitted.
- 7. No jewelry of any kind is permitted, including but not limited to, earrings. Taping of ears is not permitted.
- 8. Nail polish, artificial nails, or nails in excess of ¼ inch are not permitted.
- 9. Cheerleaders shall be accompanied by at least one certified coach when they are within the participation area on any field.

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10. Spirit of sportsmanship shall be observed at all times during games; specifically, a team shall not start a cheer while the opposing team is performing a cheer.
11. A minimum of two (2) certified spotters shall be on the field during the halftime cheer, and a minimum of three (3) spotters shall be on the mat during any HJKYFCA sponsored cheerleading competition. All spotters must stand within three (3) feet of mount and make every effort to protect flyers from landing on the ground or mat. (February 2007)
12. Hello cheer shall be decided by the coordinators or their designees each week.
13. Sportsmanship ballots shall be turned in after each game to the respective Coordinator.
14. No twistdowns are allowed in the pee wee division. (February 2007)
15. Hunter J Kelly Youth Football and Cheerleading Association conditioning standards shall be followed as outlined in Rule 13.5 as applicable.

RULE 3 - SPECIFICS/FOOTBALL

1. In the 90 lb. Division, a player shall be in 3rd grade or under, and not have reached his/her (9th) birthday before November 15.
2. In the 110 lb. Division, a player shall be in 5th grade or under, and not have reached his/her (11th) birthday before November 15.
3. In the 130 lb. Division, a player shall be in 7th grade or under, and not have reached his/her (13th) birthday before November 15.
4. In the 155 lb. Division, a player shall be in 10th grade or under, and not have reached his 16th birthday before November 15.
5. It is the responsibility of the individual League Commissioners and staffs to verify that the players meet the proper age requirements.
6. Each organization shall prepare, identification books that contain individual clear plastic sleeves {one per player} containing in alphabetical order the following:
 - A. A picture of the player within 2 years.
 - B. Original application
 - C. Copy of birth certificate
 - D. Medical approval form
7. There shall be one identification book per team which shall be certified by the area commissioner and used at all game weigh-ins. Any member of the League may be challenged with respect to the age of a player at any time. The challenging organization shall post \$50.00 (fifty dollars) with the League President and if the challenge proves false, the money will go to the League. Should the challenge prove to be correct, the violating organization will be required to pay the \$50.00 (fifty dollars) fine and challengers money will be returned. All games the overage player(s) had participated in will be forfeited. All Commissioners will carry an up to date roster to each game. This roster may not be used in the absence of a players' picture.
8. No team may use a shelter unless it provides the same protection for the visiting team. No team shall use a communication system unless it provides the same for the visiting team.

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9. At all Hunter J Kelly Youth Football and Cheerleading Association sponsored games, there must be a Commissioner and a Coordinator or a Designate at all times. Organizations that field 2 teams must have a Commissioner/Coordinator present at both fields.
10. All head coaches and assistant coaches must be certified by NYSCA prior to the first regular season game of each season. All commissioners, assistant commissioners, coordinators and assistant coordinators must be either certified by NYSCA or NYSAA prior to the first regular season game of each season. All of the above must wear their current certification cards at all League games and/or competitions, Any of the above named Failing to wear certification cards must be removed from within the ropes and is subjected to a \$10 fine per occurrence. All first year coaches and any coaches with a 2 year lasp in certification are required to attend the certification course in person.

RULE 4 - REQUIRED EQUIPMENT/WEIGH-INS/FOOTBALL

1. Required equipment:
 - A. Head gear with suspension and face guard.
 - B. Padded football pants with all pads (Thigh, knee, hip and tail).
 - C. Shoulder pads with cantilever suspension.
 - D. Athletic supporter with fiber cup/jills.
 - E. Mouthpiece, either rubber or molded.
 - F. Football shoes or sneaker/football shoes with molded cleats or ordinary rubber soiled, sneakers. Removable female cleats are prohibited. Spikes must conform to E.C.I.C. high school rules (blunt/no cutting edge) and not longer than one-half inch in length and not be composed entirely or in part of metal.
2. All players shall wear the following equipment at the time of the weigh-in:
 - A. Football pants with all pads (thigh and knee).
 - B. Girdle with all pads (hip and tailbone).
 - C. Males must wear athletic supporters with cups.
 - D. Females must wear "Jills".
 - E. It should be noted that if a player is close to the weight limit, they will be allowed to weigh in wearing as little as gym shorts and tee shirt.
3. Weigh-ins will be performed at the following times: PeeWee, 30 minutes before game time; Freshman, Junior Varsity and Varsity during half time of the previous game. Weigh-ins will be not less than 15 minutes before game time. Players from any and all teams may be allowed to pre-weigh on game day. However, the coordination of this must be done in a reasonable manner giving the Commissioner or designated person sufficient forewarning, along with the understanding that this pre-weigh will not interfere with any of the other normal activities of the Commissioner or individuals involved in game-day events.
4. All weigh-ins will use a beam-type scale, which shall be furnished by the home team. Each scale will be certified annually prior to the first game by the Bureau of Weights and Measures with a seal afixed to it.
5. The home team is responsible for keeping all unauthorized personnel away from the scale.
6. Commissioners or a designated representative will be present to check each team's roster and identification book.
7. Only the elected Commissioner or alternate may be present at the weigh-in.
8. The scale will be calibrated before each game with a certified 50-lb. weight. This calibration will be done by the Commissioners and they shall be the sole judge as to whether or not the player has complied with the weight regulations.
9. The visiting team(s) must be weighed in first.

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10. The scale weight will be placed in the correct beam position for the given weight of the division; if the beam touches the top bar and remains in that position, the player will be declared overweight for the game. This information is recorded by the Commissioners and given to the coaches and the officials.
11. Any player who arrives after the official weigh-in must wait and be weighed in at half-time intermission or at the discretion of the Commissioner(s).
12. Commercial padding and tape shall be allowed to be used at the discretion of each respective team covered under the high school rules, but can be challenged by the opposing coaches or Commissioners and the referees will be the deciding judges as to its necessity.
13. A cast must be covered by at least one (1) inch of foam padding. The Commissioner(s) must submit a doctor's written permission for that player to participate.
14. An official is authorized to expel any player who does not have all the proper equipment.
15. No rule may be waived by any coach, referee, commissioner, official or the league.
16. An adult female must be present at the weigh-in and equipment check for a female player.
17. All roster players must weigh-in and be present for a minimum of 5 games to be eligible for playoffs. (verified and submitted)

RULE 5 - FIELD SIZE, SCORING, QUARTERS, TIME OUTS

1. The width of the playing field shall be a minimum of 45 yards wide and a maximum of 53 1/3 yards wide. The minimum width may be less than 45 yards if the "lay of the land" does not provide for a 45 yard field. Violators will be subjected to game forfeitures for each occurrence and a fine not less than \$50 or greater than \$250 per occurrence, amount of such fine being determined by the Board of Commissioners.
2. Goal posts will not be used.
3. One point shall be awarded after a touchdown for a successful running play. Two points shall be awarded after a touchdown or a completed pass caught beyond the line of scrimmage and downed in the end zone. No field goal kicking is allowed.
4. All quarters will be eleven minutes and Halftime shall be eight minutes.
5. On change of possession, clock management will be determined on the outcome of the prior play, except within the four (4) minute mark of the first half or end of the game, the clock will be stopped at the change of possession and will not be restarted until the snap of the ball. (September 2008)
6. All divisions shall follow NYS High School rules as the number of time outs permitted throughout the game. During a charged time out, in addition to rule 9-6 Article 1B of the Official State High School Association Rules, one coach from each team will be allowed to go out into the huddle of the field to instruct team members only.
7. A 4 minute warm-up is mandatory at half-time and before game start.
8. During the course of a league game, a coach may twice request a rules interpretation from the referee without being charged a time out. Should the request concern a judgement call, the team will be charged with a time out. The coach will be called on to the field to meet with the official. No other coach or player will be allowed to participate in the discussion.
9. The officials are required to notify each bench 4 minutes before the half and 4 minutes before the end of the game.

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10. All divisions will kickoff from the 30 yard line. After a safety, the ball will be kicked from the 20 yard line.
11. Division points and standings - each team shall receive two points for a win and one point for a tie game. Trophies will be awarded to the first, second and third place teams of each division at the end of the season based on final standing (total points). In the event of a tie or ties more than one trophy will be awarded for each place to qualifying teams.
12. All games throughout the League shall start at a uniform time. Such time to be determined annually by the Board of Commissioners.
13. Anytime after 3 quarters. When a team is winning by 20 points or more, the score at that time shall be declared the final score. The remaining time shall be played out without peril to the winning team. THIS RULE APPLIES TO REGULAR SEASON ONLY.

RULE 6 - JERSEY NUMERALS/TEAM COLORS

1. Each player's jersey must have two sets of numerals.
 - A. 8" or larger numerals on back.
 - B. 6" numerals on front or 3-4" numerals on sleeve.
2. Team colors: The following team colors are acceptable colors for competition in our league.

<u>TEAM</u>	<u>HELMETS</u>	<u>JERSEY</u>	<u>PANTS</u>
1. Airlines	White	Red	Blue
2. Alden	Yellow	Blue/Yellow	Blue/Yellow
3. Boston	White	Red/White	White
4. CSRA	White/Navy Blue	Navy Blue/Columbia	Navy/White
5. East Aurora	Royal Blue	Royal Blue	Silver
6. Eden	Black	Gray/Maroon	Maroon
7. Hamburg	Gold	Green/Gold	Green/Gold/Black
8. Holland	Silver	White (Alt Black)	Black
9. Lancaster Red	Red	Red/Black	Black
10. Lancaster Black	Black	Black/Red	Black
11. Orchard Park Maroon	Maroon	Maroon/White	Maroon
12. Orchard Park White	Maroon	White/Maroon	Maroon

RULE 7 - HOME TEAM RESPONSIBILITY

1. Lining and preparing the field for play.
2. Supply chain crew and yardsticks, downs markers, yard markers, goal line markers, and first aid equipment. The yard sticks and downs marker will be kept on the visiting team's side of the field and shall have the points removed.
3. Report the final score to the publicity directory by 12:00 p.m. on the Sunday of the weekend the games are played. Violated organizations will be subject to a \$25.00 fine.
4. Maintain crowd control, keeping people not involved in the game at least ten feet from the playing field, including the end zone. The referee is authorized to penalize the home team 15 yards for not complying.
5. A Qualified "EMT" (Emergency Medical Team) or first aid squad must be on site when there is more than one game scheduled at that site. Also local fire department phone numbers must be posted in concession stands and given to visiting commissioners/ coordinators and League schedules with playing times must be provided to local fire departments.

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6. 15 minutes prior to first game, announcements and play by play where applicable should be done by adults only!

RULE 8 - FOOTBALLS

1. The game ball must meet the specifications outlined by the league. The ball used for each division will be specified each year by the Board of Commissioners. Each team will use their own ball. Ball specifications are as follows: (These are examples of specified footballs)

	<u>Wilson</u>	<u>Baden</u>	<u>Mikasa</u>
A. Freshman	#1515	#100	#5006
B. Junior Varsity	#1515	#100	#5006
C. Varsity	#1517	#200	#5007

RULE 9 -HELMETS

1. After 3 years from the time of purchase or last inspection, helmets must be inspected or reinspected and tested unless they have a five or seven year seal from the manufacturer, all reinspected helmets must have the NOCSAE seal affixed to them.

RULE 10a - TEAM ROSTER/FOOTBALL

1. Each team shall not have more than 40 nor less than 16 players on it's roster. An organization can field a team of less than 16 players if it so chooses that is less than 16 players present at game time.
- 1A Each cheerleading squad shall not have more than 40 nor less than 10 participants on it's roster. Such roster shall not be changed without the approval of the Hunter J Kelly Youth Football and Cheerleading Association Cheerleading Coordinators. (February 2008)
2. A complete roster, including given name, phone number, date of birth, jersey number, actual weight of players, name of school district the player attends and coaches names and phone numbers must be prepared in numerical order by jersey numbers., cheerleading rosters must be in alphabetical order. Official Rosters must be furnished to the league secretary as a league record and to each organization commissioner/coordinator by the date set annually by the Board of Commissioners. Any member organization failing to meet their obligation under this rule is subject to a mandatory one hundred dollar (\$100.00) fine for the initial week and fifty dollars (\$50.00) for each succeeding week until such time as the organization comes into compliance with the requirements contained within this rule. Further failure of any organization to pay any imposed fine under this rule shall result in loss of voting privileges and any other penalties the Hunter J Kelly Youth Football and Cheerleading Association Board of Commissioners may deem appropriate. All organizations will use a standard roster format as determined by the Board of Commissioners.
3. Game roster must include actual weights of player as measured at preseason physical.
4. No player within a given age and weight division can be recorded on more than one roster.
5. A player may be dropped but not added to a roster after the roster has been mailed to the President and the Commissioners with the following exceptions:
 - A. A player held on a roster by one organization can be added to the roster of a team in the area of his new residence after he has moved. To play in the upcoming game, the player must meet the requirements under

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Article 2, and must have a statement from an official of the organization he is leaving stating that he was on the roster of that organization.

- B. A player who has not participated in football and moves to a different area in the league after the rosters have been mailed may be added to the roster. The player must meet the requirements under Article 2 before he can play in a scheduled game.
6. Any organization that submits a team roster with less than 22 players may request an extension of increasing that team to a 22 player maximum. (The extension deadline shall be determined by the Board of Commissioners annually.)

RULE 10b - TEAM ROSTER/CHEERLEADING

- 1. Each Coordinator must submit a complete roster before the first season game to the cheerleading coordinators.
- 2. To every game, each coordinator (or designate) must bring a copy of every squad's roster and give it to the other team's coordinator.
- 3. No changes in rosters will be permitted unless approved by the Board of Coordinators.
- 4. At the discretion of the Board of Coordinators, any cheer deemed to be unsafe may be brought to a vote and removed from Hunter J Kelly Youth Football and Cheerleading Association.
- 5. The rosters that are submitted in August shall remain the same for competition rosters. No additions or combining of rosters will be allowed for competition rosters.

RULE 11 - REGISTRATION - FOOTBALL/CHEERLEADING

- 1. All organizations in this league will accept applications for participation in football and cheerleading on a first come, first served basis as outlined in the playing rules. Those organizations with excess applications will direct excess applicants to organizations within this league that will best suit applicants needs and will also put excess applicants on a reserve list noting date and time application was received in case an opening arises on a current team originally applied for. (Also see By-laws Article 7/#3)
- 2. At its discretion, a home organization may set aside the first day of registration for sign ups of veteran players and cheerleaders. (A player/cheerleader having participated the previous year.) Second sign up day would be for new applicants and veterans who missed the veteran sign-up day on a first come first served basis. If a veteran does not register on veteran's day he must register on the second day on a first come first served basis.

RULE 12 - INSURANCE

- 1. All member organizations must utilize insurance provided by the league.

RULE 13 - PRACTICES & FIRST SCHEDULED GAME FOOTBALL/CHEERLEADING

- 1A. The official season calendar for League purposes and participant membership for teams/squads shall run from March 1 through February 28 (or February 29th in the case of leap years). In instances where a team/squad has been invited to participate in a national championship event carrying over to a new season, such organization may petition the League for a waiver from the provisions of this section.
- 1B. Under no circumstances may a team begin practice more than 26 days prior to the first scheduled League game. The first game of the season will be scheduled by the Board of Commissioners.
- 1C. Any gathering of any team members with any coach present constitutes a practice.

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2. No player on any team shall participate in physical contact until he has experienced five days of conditioning practice such as calisthenics (see chart).
3. No equipment shall be worn during the first 3 days of conditioning practice except helmets. The required football playing uniforms may be issued on August 1st; however, the helmet is the only piece of equipment that may be worn during the 5 day period of conditioning (see chart).
4. If a player will not participate in a game, it is his/her coach's responsibility to notify his/her Commissioner who will in turn notify the opposing team prior to the game.
5. Hunter J Kelly Youth Football and Cheerleading Association standards for structure of the interleague competition:

#Conditioning, No contact practices prior to any contact	#Contact practices prior to any pre-season or regular season Scrimmage/Games	Maximum # of league games per team or individual	Minimum # days (time) between games
5 No-Contact Practices (Minimum)	5 Contact Practices (Minimum)	11 Games (Regular season) (Maximum)	2 Days (Minimum)

RULE 14 - PARENT PERMISSION - FOOTBALL/CHEERLEADING

1. Each player/cheerleader must have a parent or legal guardian's permission in writing to participate in this league. (February 2007)

RULE 15 - PHYSICAL EXAMINATION - FOOTBALL

1. Each participant, football and/or cheerleading, must have a complete physical given by a medical doctor after August 1st of previous year. Any participant not having a medical form signed by a medical doctor will not be allowed to practice or play in the league.
2. No child may participate in the league if missing 50% of any vital organ, e.g. eyes, lungs, kidneys, hearing. Home organizations are responsible for noting this rule on all medical forms so that the examining physicians are aware of the rule.

RULE 16 - CONDUCT - FOOTBALL/CHEERLEADING

1. The conduct of the coaches, staff, players and spectators before, during and after a game should be exemplary. To assure this point, each Commissioner/Coordinator or acting Commissioner/Coordinator is to be recognized as an officer of the League. He/she shall have the authority to discipline and/or expel from league functions any member of his organization whom he finds in violation of these rules. Additionally, the game officials are authorized to request any coach or member of his staff to leave the playing field for any improper display of temper or poor choice of language.
2. Any coach, staff member, board member, player or spectator, who strikes or attempts to strike an official or referee before, during, or after a game shall forever be barred from participation in any activities involving the League and may be fined a maximum of \$500.00. Any altercations are to be reported by both commissioners to a League officer within forty-eight hours of the alleged infraction.
3. Any case of a coach, staff member, player or spectator who strikes or attempts to strike another opposing coach, staff member, player or spectator shall be penalized as follows:
 - A. Automatic suspension for one calendar year and/or:
 - B. Forever barred from league activities.
4. Football coaches must stay within the 20 yard lines (80 yard field), players must stay within the 30 yard lines.

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5. All coaches and players/cheerleaders must participate in the traditional handshake at the conclusion of each game. All players shall wear their helmets during the handshake.
6. The League places a 15 yard penalty on unsportsmanlike conduct.
7. Any player or cheerleader caught doing any act of vandalism to anyone's property will be suspended from the League for the remainder of the season.
8. A player and/or a coach who is ejected from the game by an official for any unsportsmanlike conduct will automatically sit out the following game. If there is a second offense during the season, the player or coach will be ineligible for one calendar year from the time of the second offense.*For two offenses against a player and/or coach, an organization can request an investigation by the League to decide an outcome of the circumstances. Names of players and/or coaches who are ejected should be submitted to a League officer by both commissioners within forty-eight hours of the ejection for a matter of record including a brief explanation of the circumstances.
9. All Hunter J Kelly Youth Football and Cheerleading Association organizations will provide an alcohol and tobacco-free environment when coaching the players/cheerleaders at practice and at games.
10. At the coin toss before each game, both teams shall line up at the center of the field, facing each other with the captains and shake hands. The officials shall encourage fairplay and sportsmanship.
11. Each organization within the League must submit to the HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION Board of Commissioners a list of coaches names {football & cheerleading} who are on probation and/or suspension. This list will include all dates and terms of probation and/or suspension for each coach. It is the responsibility of each organization to submit updates to this list and to keep it current with the Board of Commissioners.
12. In any game where one team receives three unsportsmanship penalties during said game, that team will automatically forfeit said game.
13. All penalties shall be described by the referee to the Head Coach or designee, and accepted or declined by the Head Coach or designee.
14. There shall be no free blocking zone as it pertains to blocking below the waist.
15. Tackles above the shoulders and horse collar tackles shall not be permitted. These infractions are deemed personal fouls.

RULE 17 - POSTPONEMENT AND FORFEITURES - FOOTBALL

1. In order to postpone a game because of poor traveling conditions, the Commissioner of the opposing team shall be contacted no less than 4 hours before game time. If the Commissioner of the team requesting the postponement cannot reach agreement with the visiting teams Commissioner, he shall contact the President of the League for a decision.
2. Upon arrival at the playing field, the Commissioners of both teams shall make the decision for a postponement should the weather dictate it impossible to play.
3. Make-up games will be played as soon as possible and shall have at least one calendar day between games.
4. The League shall be notified within 24 hours by the home team Commissioner should there be a postponement, and/or the rescheduling of a game or in any case where the Commissioners are not in agreement.
5. Any contested game shall come before the Board of a decision which shall be final.

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6. If a team does not show for a scheduled game, that team shall forfeit that game and be declared the loser 3-0.
7. If a team does not show for the scheduled game within one-half hour of the scheduled starting time, it shall forfeit that game. The officials shall also wait one-half hour from scheduled game time.
8. The forfeiting organization shall be responsible for the reimbursement of referee fee incurred by the scheduled opponent and additionally be subject to a \$125 dollar penalty for each forfeiture. Subsequent forfeitures occurring after the first may face fines in addition to those above at the discretion of the Board of Commissioners. The League will reimburse the other team for the cost for the officials and in turn will assess such fees and penalties to the forfeiting organization. If the offending team does not reimburse the League prior to the next scheduled game or within 7 days if such forfeiture occurs at season's conclusion; its franchise shall be revoked the following season.

RULE 18 - ADMISSION CHARGE TO SPECTATORS

1. There will not be any general admission charges for any League games except invitational tournaments. It will be at the discretion of an organization whether to passing the hat at their respective home games.
2. Admission and program charges at "Super Sunday" may be allowed to finance programs and officials fees.

RULE 19 - COMPLAINTS: ALLEGED INFRACTIONS

1. All game day complaints are to be handled by both commissioners. All complaints received by the League must have been filed by an organization commissioner. All filed complaints will be given to a committee appointed by the League President to investigate and may be presented to the League no later than as prescribed in subsections 2, 3 and 4 of this section. The Board of Commissioners, at its discretion may act upon communications and or complaints filed by members of an organization other than the commissioner.
2. Alleged infraction must be verbally reported to a League officer within 48 hours of the alleged infraction(s). A written notice will follow within 7 business days along with a check or money order in the amount of \$50 that will be forwarded to the League President by the organization filing the complaint. The President shall call a special meeting of the Board of Commissioners should the complaint need immediate action. This money shall be forfeited to the League should the protest be ruled unfounded. Complaints should be a factual as possible.
3. The Board of Commissioners upon hearing all parties to a complaint may dismiss the complaint or take any of the following action(s):
 - A. Notify in writing the violating organization of the violation(s) and the potential consequences should the violation continue or occur again.
 - B. Notification (as in "A") and assess a \$50.00 fine on the violating organization to be paid within 90 days of date set by the Board of Commissioners.
 - C. Notification and fine (as in "A & B" above) and placement of the violating organization on a one (1) year probation status: To include notification that any future violations may lead to expulsion according to League Constitution Article IV, Section 6.
4. The Board of Commissioners may also determine any other action(s) or notifications including fines, suspension and expulsion, the Board deems necessary and in the best interest of the League,
5. All communications shall be directed to organizations without reference to specific individuals.

RULE 20 - RULE CHANGE AND/OR ADDITIONS

1. All proposals for rule changes will be submitted in writing at the scheduled meeting in November. All proposals will be open to discussion and/or changes at the scheduled meeting in January. The voting on final drafts of these proposals will take place at the scheduled meeting in February. Rule changes shall be in effect for two (2)

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seasons; however, any rules or bylaws can be changed at any time with 100% agreement of the Board of Directors (Commissioners).

2. All League member organizations shall pay 25% of the League fees at or before the scheduled June meeting. The balance shall be paid at or before the scheduled August meeting (Insurance).
3. Trophies for football and cheerleading:
 - A. Football teams: A first, second and third place trophy will be awarded.
 - B. Cheerleading squads: Participation awards go to all participants competing/exhibiting.
 - C. Commissioners Cup Award - To be given to the organization which best exemplifies the ideals of Hunter J Kelly Youth Football and Cheerleading Association/Southern Tier Football and Cheerleading. Voting shall take place at the **first** Commissioners meeting following the completion of the League's regular season.
 - D. The Commissioner's vote shall be based on the consensus of his/her home organization. Voting will be done by paper ballot. In case of a tie, the Board will vote again. Only the tied organizations will remain in contention. In the event of a dead lock, the tied organizations involved will share the award.

Criteria - Vote shall be based equally on conduct of players, cheerleaders, coaches, directors, commissioners, coordinators, and fans, based on good sportsmanship, decorum of teams (players, cheerleaders and well as coaches) before and after games. We shall strive to achieve a win/humble and lose/gracefully attitude. The League will award a cup/trophy to the designated organization for it to keep. The League will also award a plaque to be retained by the League and passed on year to year.

4. TIM JEROME/BILL SIVCZ Sportsmanship Award – is based upon the overall sportsmanship and conduct of an organization's teams, including both football and cheerleading. This award will be determined annually, by a league wide vote of all football and cheerleading head coaches.
5. All Hunter J Kelly Youth Football and Cheerleading Association organizations must have all of their teams participate in the HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION competition. If an organization does not fully participate they may be fined accordingly; special circumstances will be discussed and voted upon by the Coordinators on an individual basis.
6. All HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION Coordinators are to attend, actively participate and stay for the duration of the HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION Cheerleading Competition.
7. An organization may not attend another cheerleading competition in lieu of the HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION Cheerleading Competition, if that other competition is held on the same day as HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION's.
8. All cheerleading head coaches must be at least 21 years of age as of August 1st.
9. An appropriate hello cheer is to be done during halftime of each game. The words for the hello cheer will be submitted at the coordinator's meeting before the start of the season. The cheer must include the words "hello" and "good luck"; it should not include any degrading statements. Any hello cheer deemed inappropriate, by a majority of the coordinators, must be changed and resubmitted for approval.
10. Each organization will file annually with the HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION League Secretary, within 30 days for that organization's annual reorganization meeting a complete roster of that organization's Board of Directors and Executive Board members. Such roster to include the name, address, telephone number and e-mail address {if applicable} for each member.

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11. A minimum of 3 or an adequate number {depending upon the number of mounts/stunts performed} of NYSCA Certified Coaches will spot for all routines that include mounts/stunts at the HUNTER J KELLY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION Cheerleading Competition.

RULE 21 - PLAYER PARTICIPATION

2. All organizations participating are required to play every player on the team(s) participating in every game a minimum of 3 plays per half, however, if the roster size is under 23 participating players on a HJKYFCA roster players must play 5 plays per half, unless health, injury, or disciplinary reasons prevent a player from participating, or the team shall be subject to forfeit. Kickoff and Kick Return participation will NOT be counted in satisfying this requirement. Number of players is based on the number of players eligible to legally participate in that day's game.
3. The commissioner (or an appointee) is responsible for tracking plays for his/her organization on a tracking sheet, and shall turn in the tracking sheets with rosters to the league Secretary.
4. The Head Coach, within 24 hours, must report to his commissioner if the minimum play requirement is not met due to health, injury, or discipline. The commissioner shall, within 72 hours after the last game of his/her organization's games, to file a Memorandum with the league Secretary containing the reason for failure and a synopsis of a follow-up with the player and parent.

RULE 22 – PLAYOFF AND TIE BREAKER PROCEDURES

1. Playoffs and bowl games will be conducted at the conclusion of all regular season games in the Freshman, Junior Varsity and Varsity divisions.
2. The top four (4) teams in each division will be placed into playoff brackets. The opening round will consist of the first place team playing the fourth place team, and the second place team playing the third place team.
3. The winners of each game shall play in a championship game no earlier than 7 days after the last game of the opening round.
4. Location and date for the opening and final round of the playoffs will be determined and agreed upon by all commissioners.
5. The four (4) teams finishing with records below the teams participating in the playoffs will play in a bowl game at a location(s) and date(s) agreed upon by all commissioners. The fifth place team will play the sixth place team, and the seventh place team will play the eighth place team.
6. Tie breakers to determine the final standings shall consist of the following:
 - A. A "play-in" head to head tie breaker game(s) on a mutually agreeable site(s) when the loser of the play-in game is eliminated from the playoffs. Teams will be responsible for any and all fees associated with this game(s), including but not limited to, scheduling fees to revise the referee schedule, and referee fees for a single game. The League cannot guarantee a "play-in" head to head game can be executed.
 - B. Head to head results if all teams that are tied have played each other.
 - C. Record against common opponents shall be used if head-to-head results do not yield a final order.
 - D. Strength of schedule (total points of all opponents as outlined in Rule 5.11 herein) shall be used if record against common opponents does not yield a final order.
 - E. If strength of schedule yields a tie, the team(s) shall be subject to a coin toss at a location to be determined by the affected commissioners and the officers of the League.
7. A peewee moving up game shall be scheduled upon agreement of all commissioners, The Peewee division coordinator shall receive the rosters of eligible players from each team's head coach, and create a combined roster from geographically close teams. Minimum roster size for a combined team shall be 26.

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Cheerleading Specific Rules

RULE 2 - DIVISIONS/CHEERLEADING

16. Age and divisions will be the same as in football. With exception that if a girl is age eight, but entering the 4th grade, she may move up to the freshman division., if she is age 10 and entering the 6th grade, she may move up to the JV division and if she is age 12 and entering the 8th grade she may move up to the Varsity division. Moving up by grade level will occur after the completion of open registration and at the discretion of the individual organization's coordinator.
17. A mascot must be 3 by August 1st, but may not reach the requirements of a cheerleader.
18. The maximum number of mascots per cheerleading squad is upto the discretion of the organization coordinator and head coach of that cheerleading squad.
19. Only bonafide, age appropriate members of a cheerleading squad will be allowed to participate in mounting or stunting.
20. Mounting and tumbling are permitted on sidelines with the exception of games played at Airlines and Hamburg home fields.
21. No hair pins are allowed. Jazz and/or gymnastic clips are permitted.
22. No jewelry of any kind is permitted, including but not limited to, earrings. Taping of ears is not permitted.
23. Nail polish, artificial nails, or nails in excess of ¼ inch are not permitted.
24. Cheerleaders shall be accompanied by at least one certified coach when they are within the participation area on any field.
25. Spirit of sportsmanship shall be observed at all times during games; specifically, a team shall not start a cheer while the opposing team is performing a cheer.
26. A minimum of two (2) certified spotters shall be on the field during the halftime cheer, and a minimum of three (3) spotters shall be on the mat during any HJKYFCA sponsoired cheerleading competition. All spotters must stand within three (3) feet of mount and make every effort to protect flyers form landing on the ground or mat. (February 2007)
27. Hello cheer shall be decided by the coordinators or their designees each week.
28. Sportsmanship ballots shall be turned in after each game to the respective Coordinator.
29. No twistdowns are allowed in the pee wee division. (February 2007)
30. Hunter J Kelly Youth Football and Cheerleading Association conditioning standards shall be followed as outlined in Rule 13.5 as applicable.

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RULE 10b - TEAM ROSTER/CHEERLEADING

6. Each Coordinator must submit a complete roster before the first season game to the cheerleading coordinators.
7. To every game, each coordinator (or designate) must bring a copy of every squad's roster and give it to the other team's coordinator.
8. No changes in rosters will be permitted unless approved by the Board of Coordinators.
9. At the discretion of the Board of Coordinators, any cheer deemed to be unsafe may be brought to a vote and removed from Hunter J Kelly Youth Football and Cheerleading Association.
10. The rosters that are submitted in August shall remain the same for competition rosters. No additions or combining of rosters will be allowed for competition rosters.